

Future and Emerging Technologies

Technologies and scientific foundations in the field of creativity

Call 10 objective 8.1 c)



Challenge

- There is no consolidated and consistent 'Science of Creativity' (various disciplines study it from different angles);
- Computational and Artificial Creativity offer great potential for studying and better understanding creativity;
- Producing autonomously creative systems is an ambitious research challenge;
- The difficulty of measuring and evaluating creativity raises additional methodological challenges.



The objective addresses the need to

- Achieve a better understanding of creativity and the way it can be technologically achieved

Research should be multi-disciplinary and may involve such disciplines as:

- AI
- Sociology
- Psychology
- Neuroscience

- Cognitive science
- Arts (including performing arts)
- Robotics



Target outcomes

- Progress towards a formal understanding of creativity

- Autonomous creative systems



Important points for c)

- Rising above the level of pastiche; human-level creativity;
- Technological development in itself is not sufficient; the proposals need to demonstrate that there will be a possibility to learn something of human creativity;



Expected impact

- Deeper scientific understanding of creativity;
- Fostering the synergy between understanding and enhancing human creativity;
- New technologies for autonomous creative systems.



- Budget for target outcome c) of Objective 8.1: 10 M€ (Instrument: STREP)
- Target outcome co-managed by FET and G2
- Contact: <u>walter.van-de-velde@ec.europa.eu</u> (FET) or <u>alina.senn@ec.europa.eu</u> (G2)
- Deadline for submission: 15 January 2013 17:00
- More information:

http://cordis.europa.eu/fp7/ict/fet-proactive/ http://cordis.europa.eu/fp7/ict/creativity/creativity-calls_en.html

Background document:

http://cordis.europa.eu/fp7/ict/fet-proactive/docs/shapefetip-wp2013-01 en.pdf